

FIG. 1

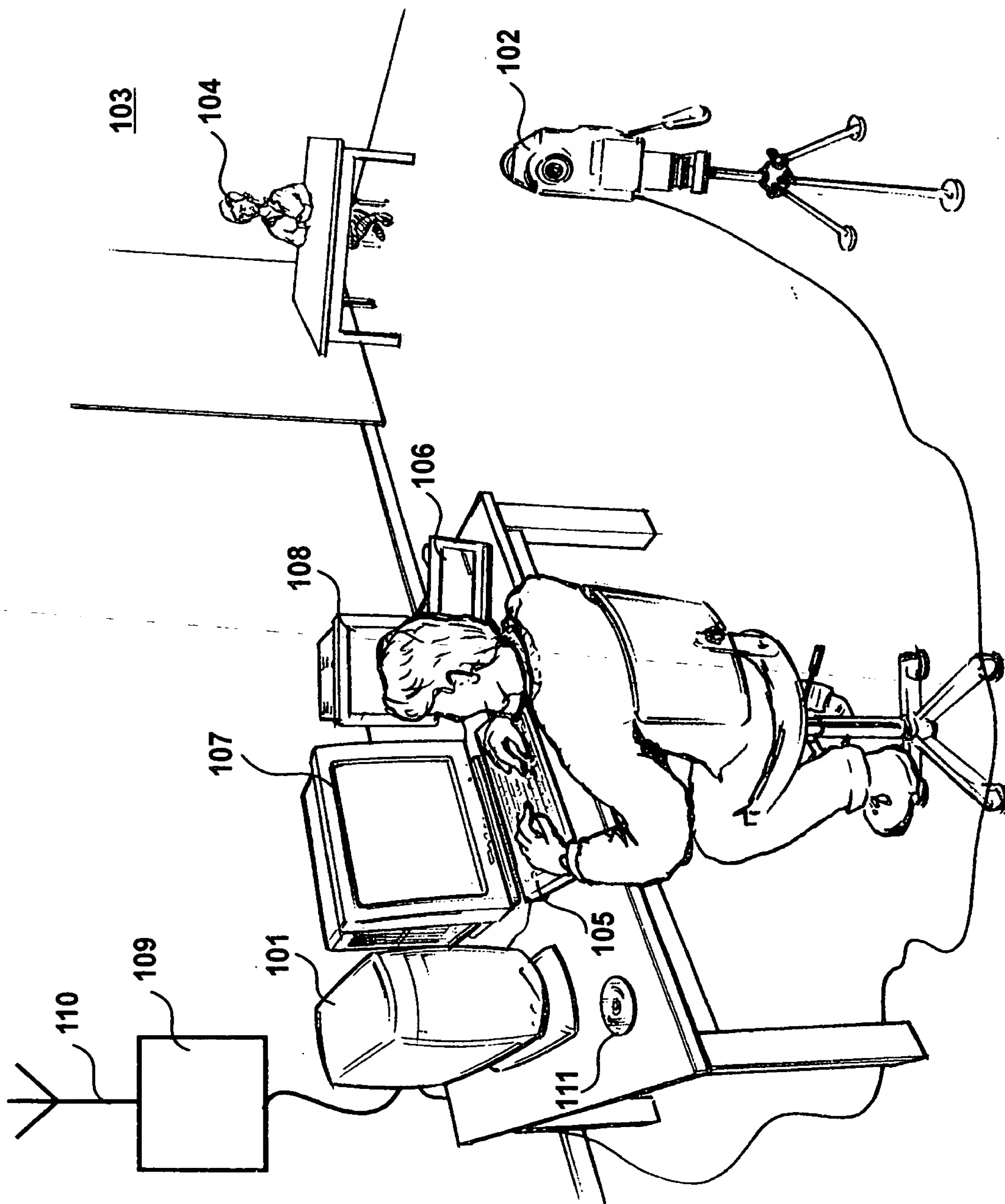
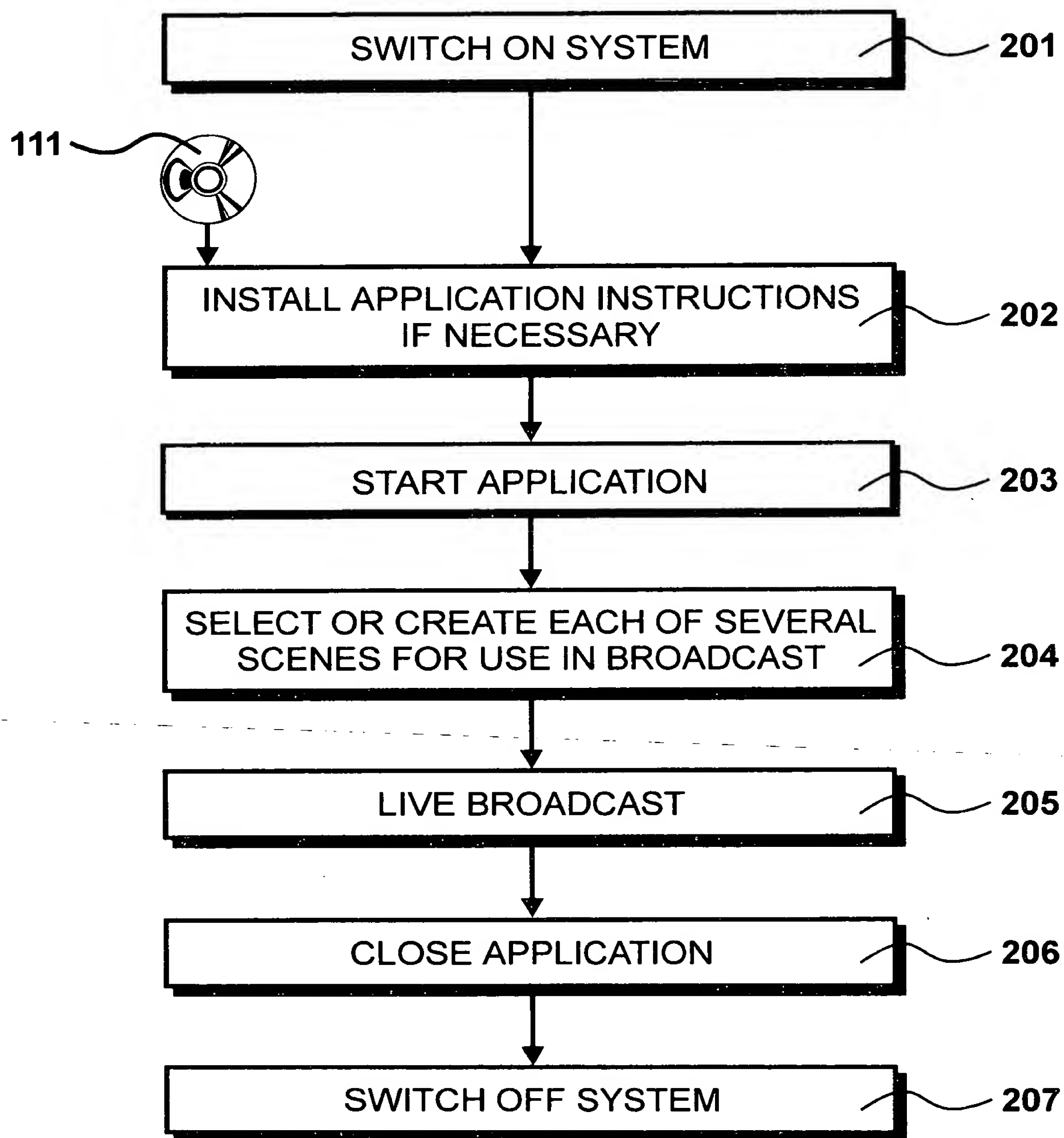


Figure 1

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*Figure 2*

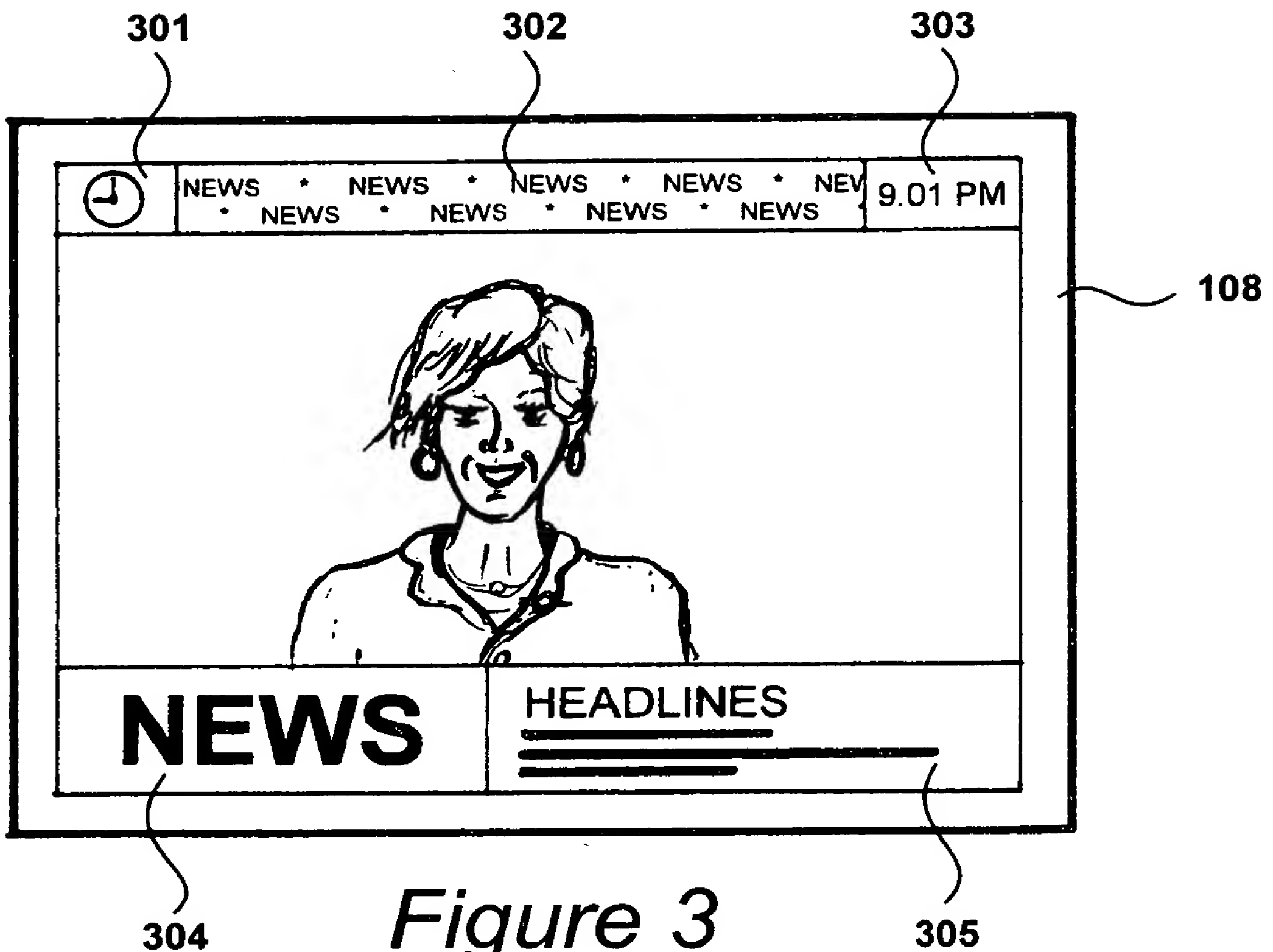


Figure 3

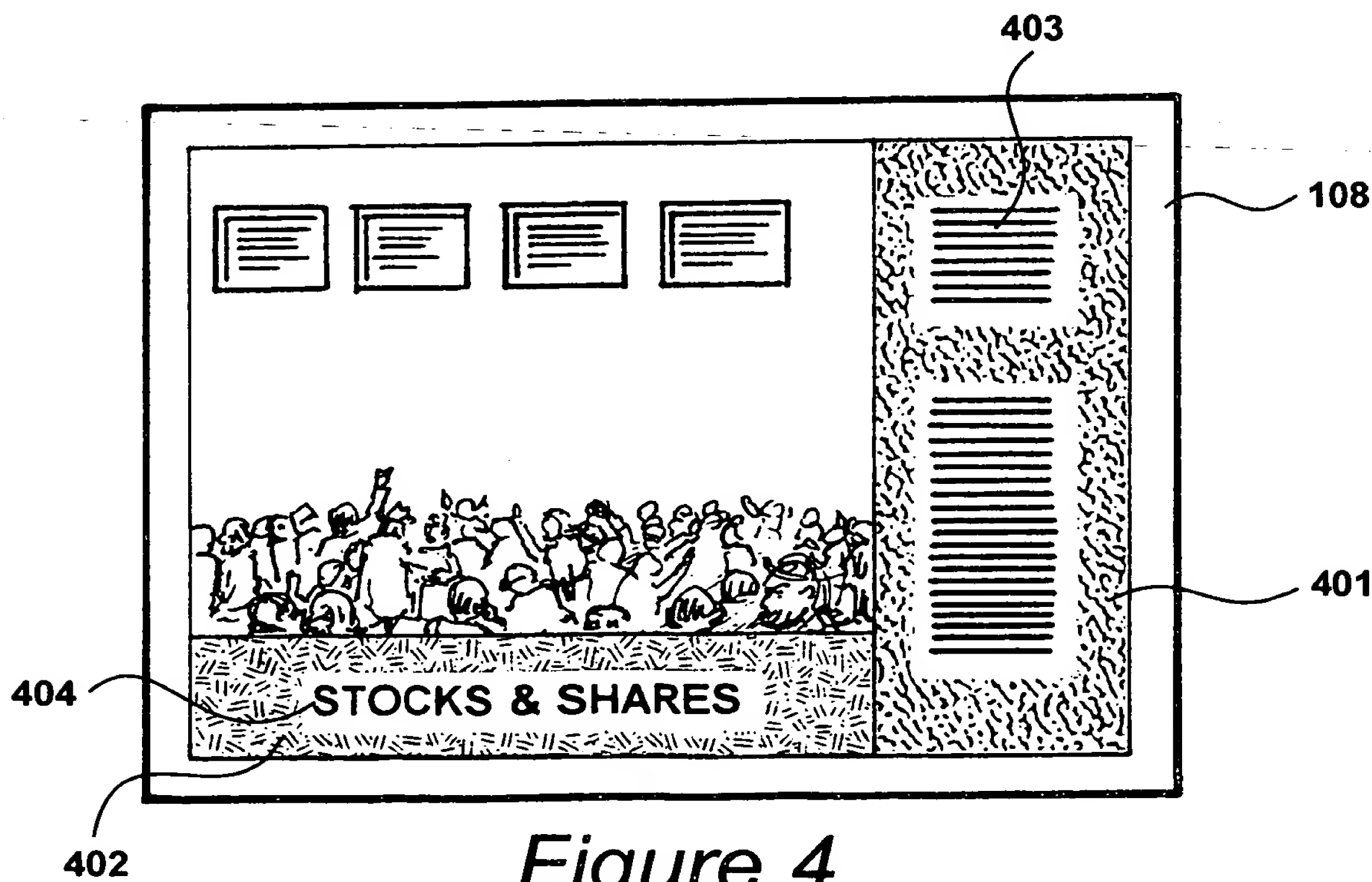


Figure 4

Patented Apr 17, 2013

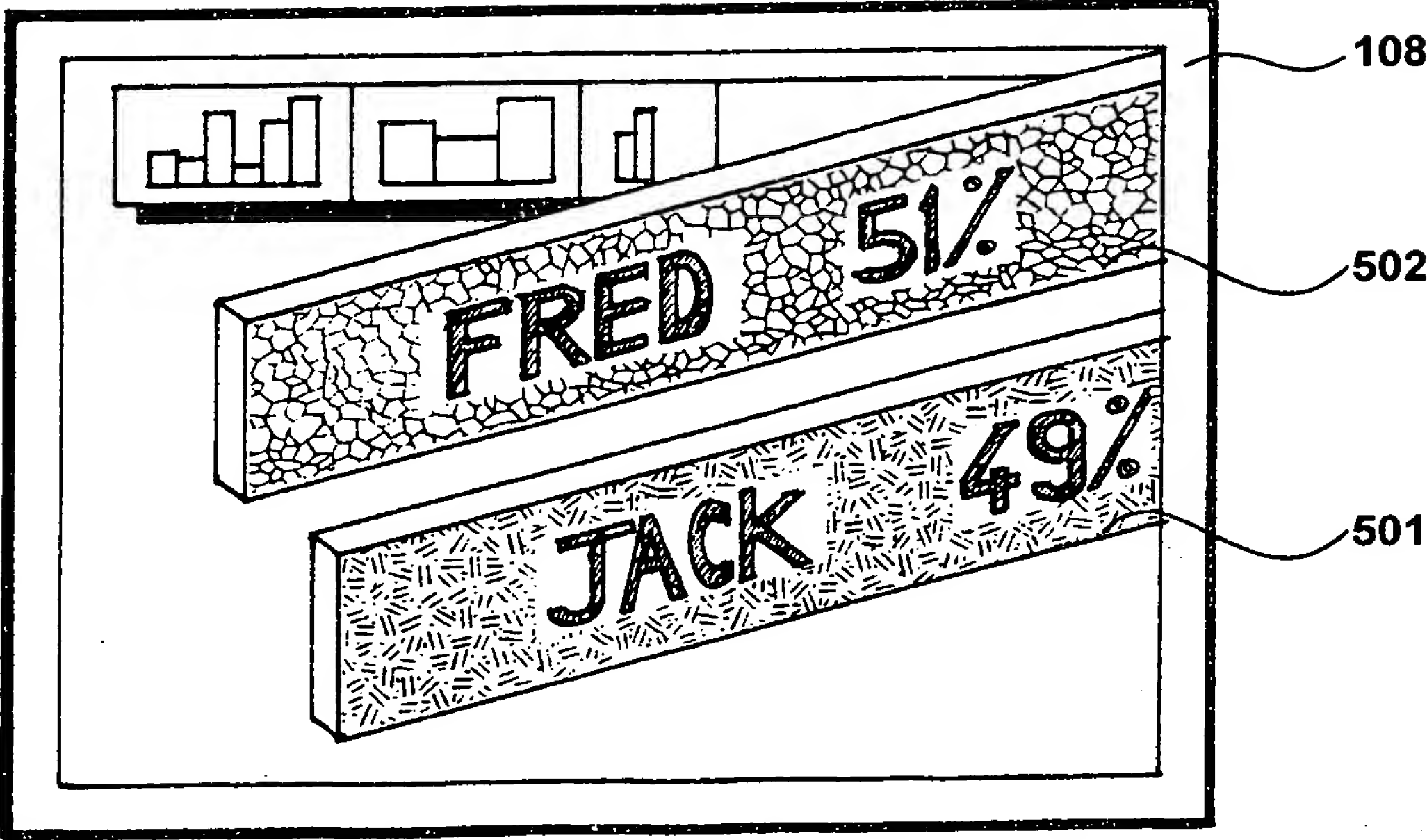


Figure 5

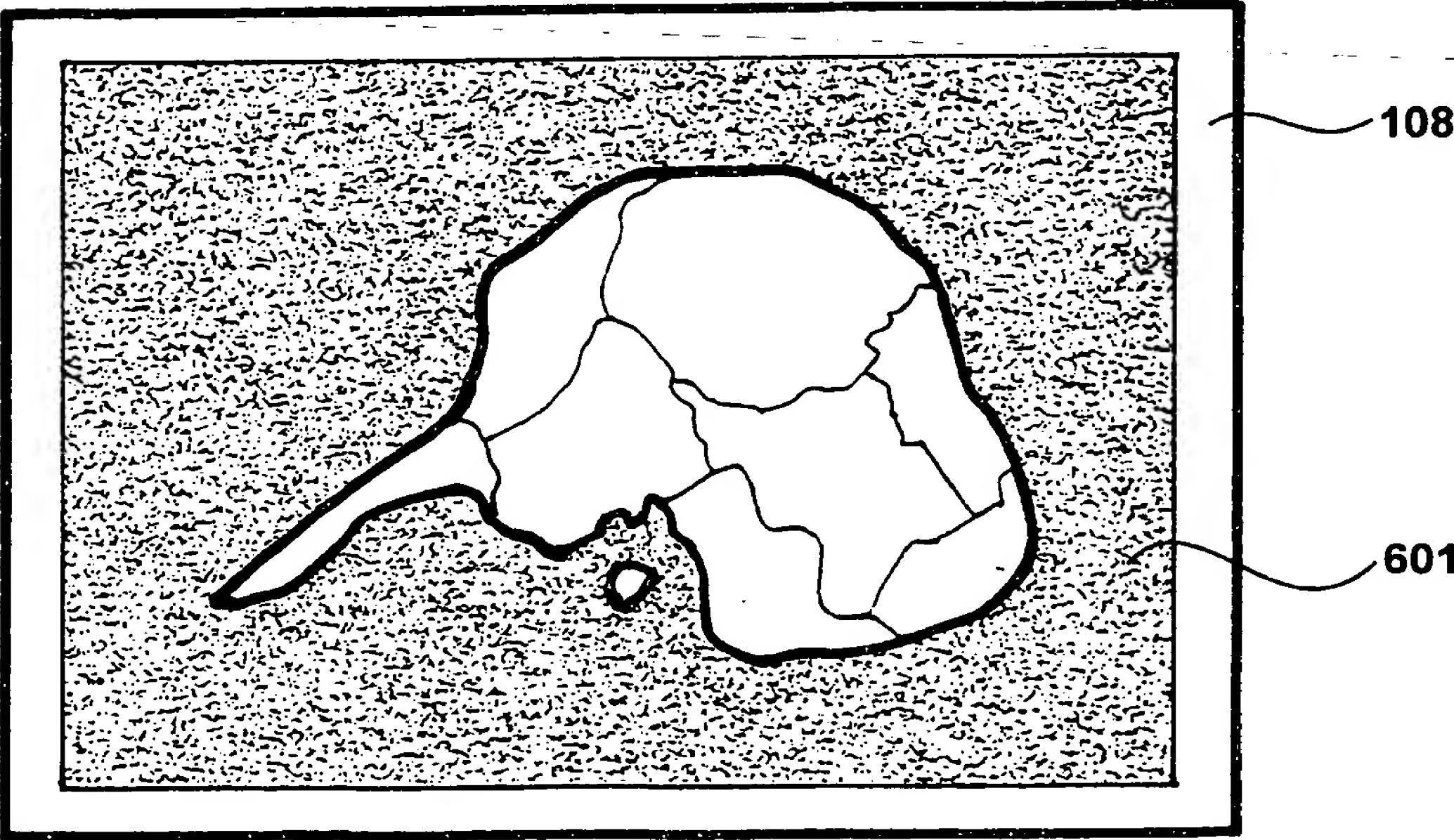


Figure 6

FIG. 7

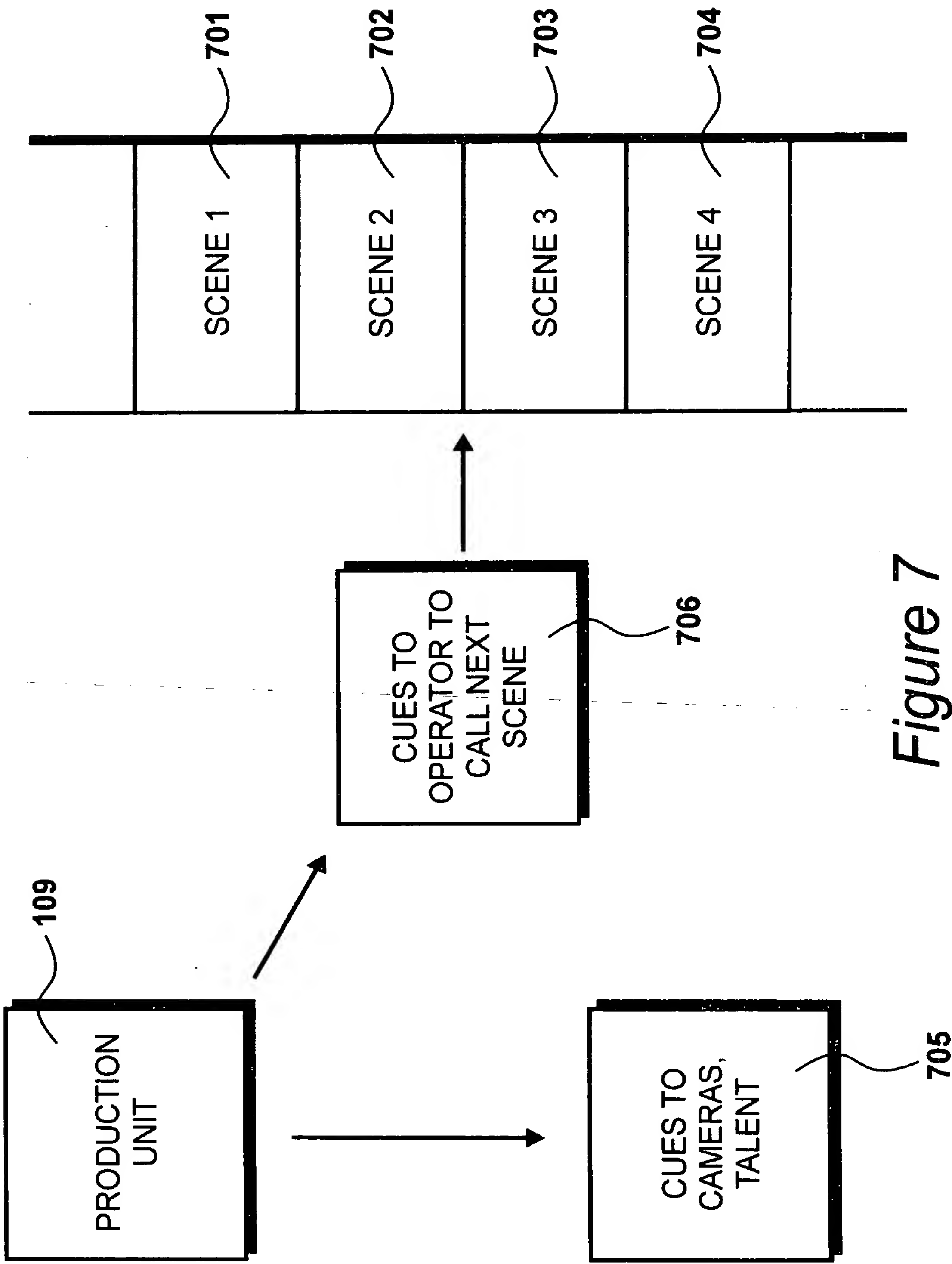


Figure 7

FIG. 8

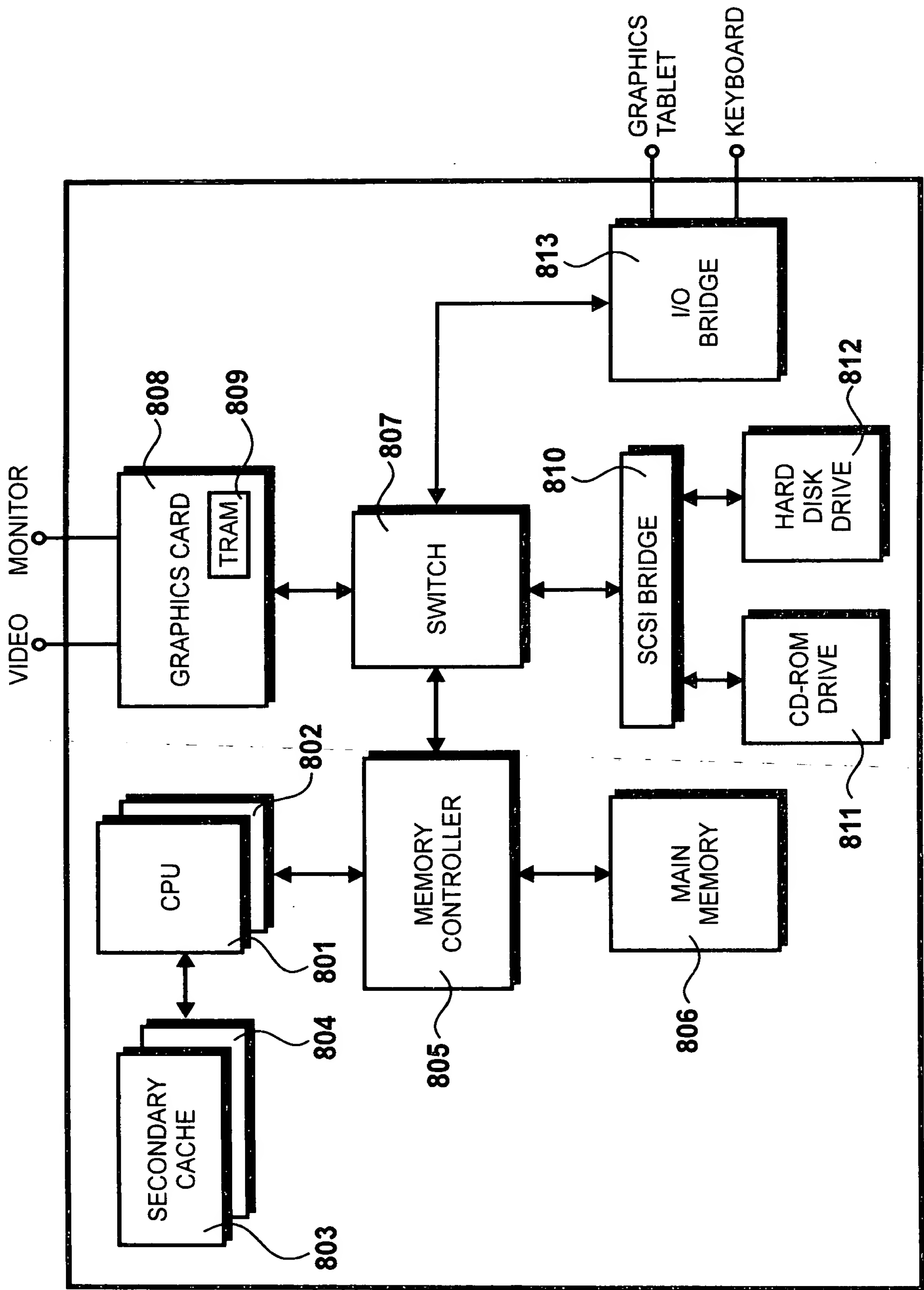


Figure 8

FIG. 9

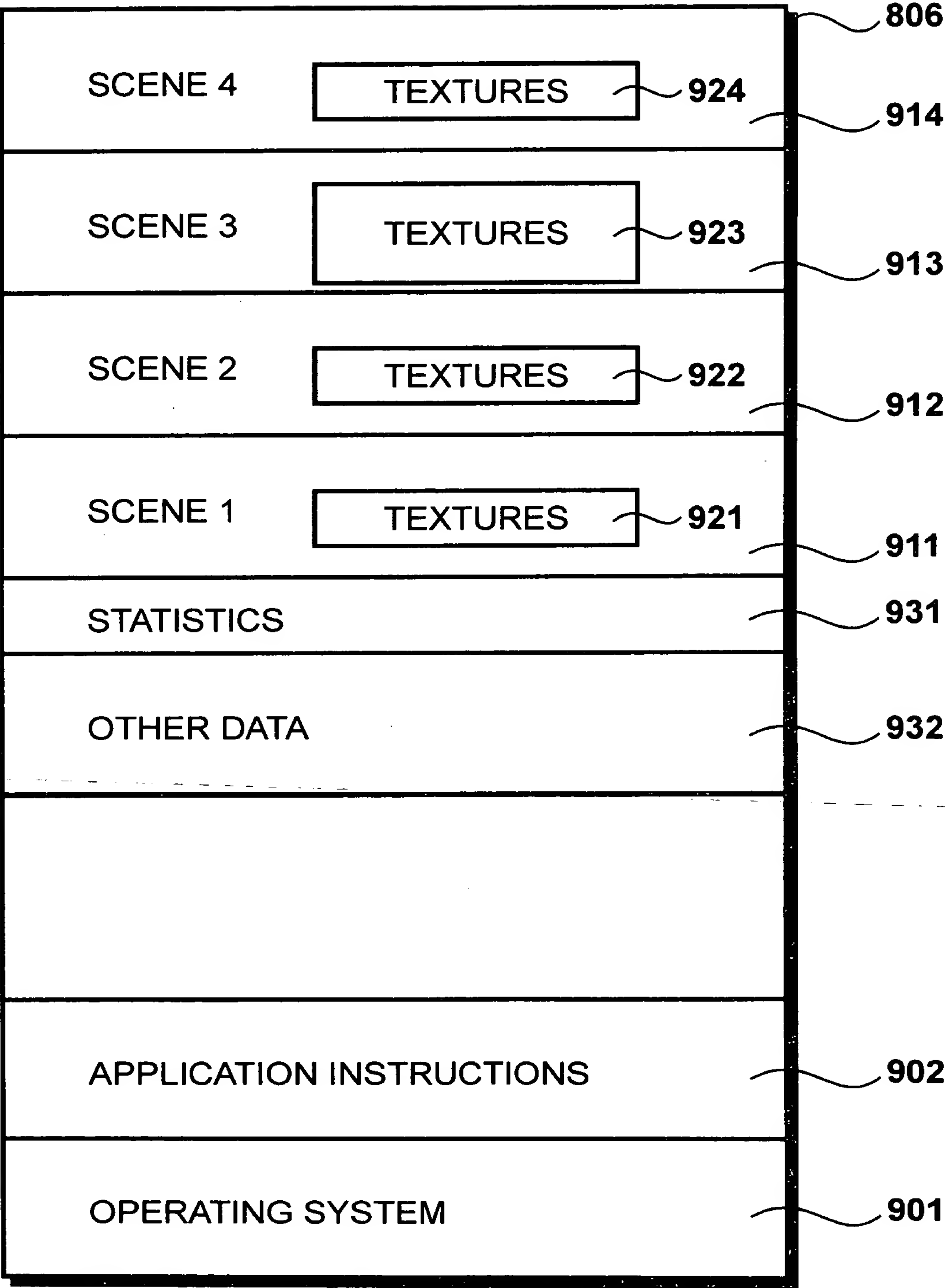


Figure 9

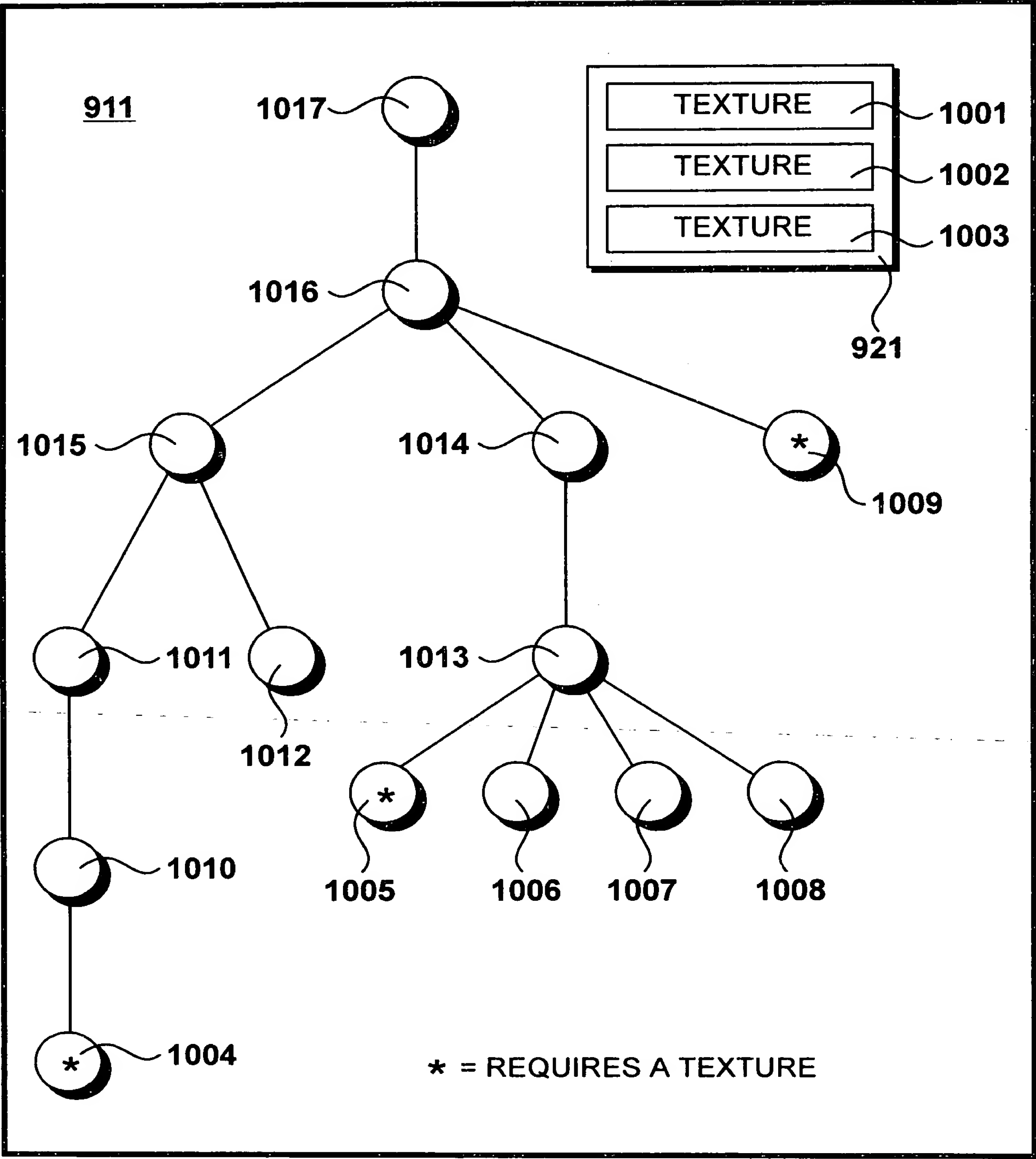


Figure 10

FIG. 11

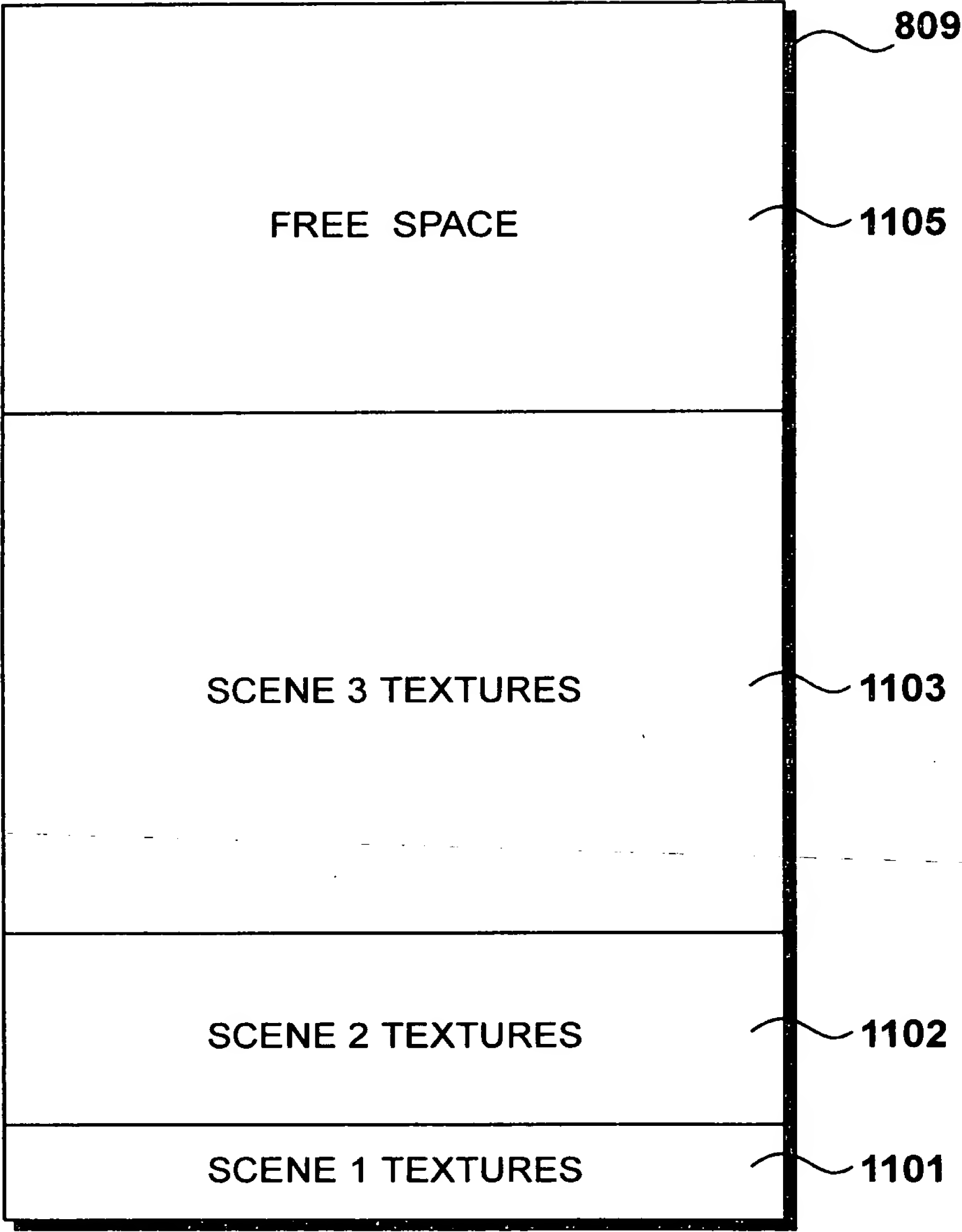


Figure 11

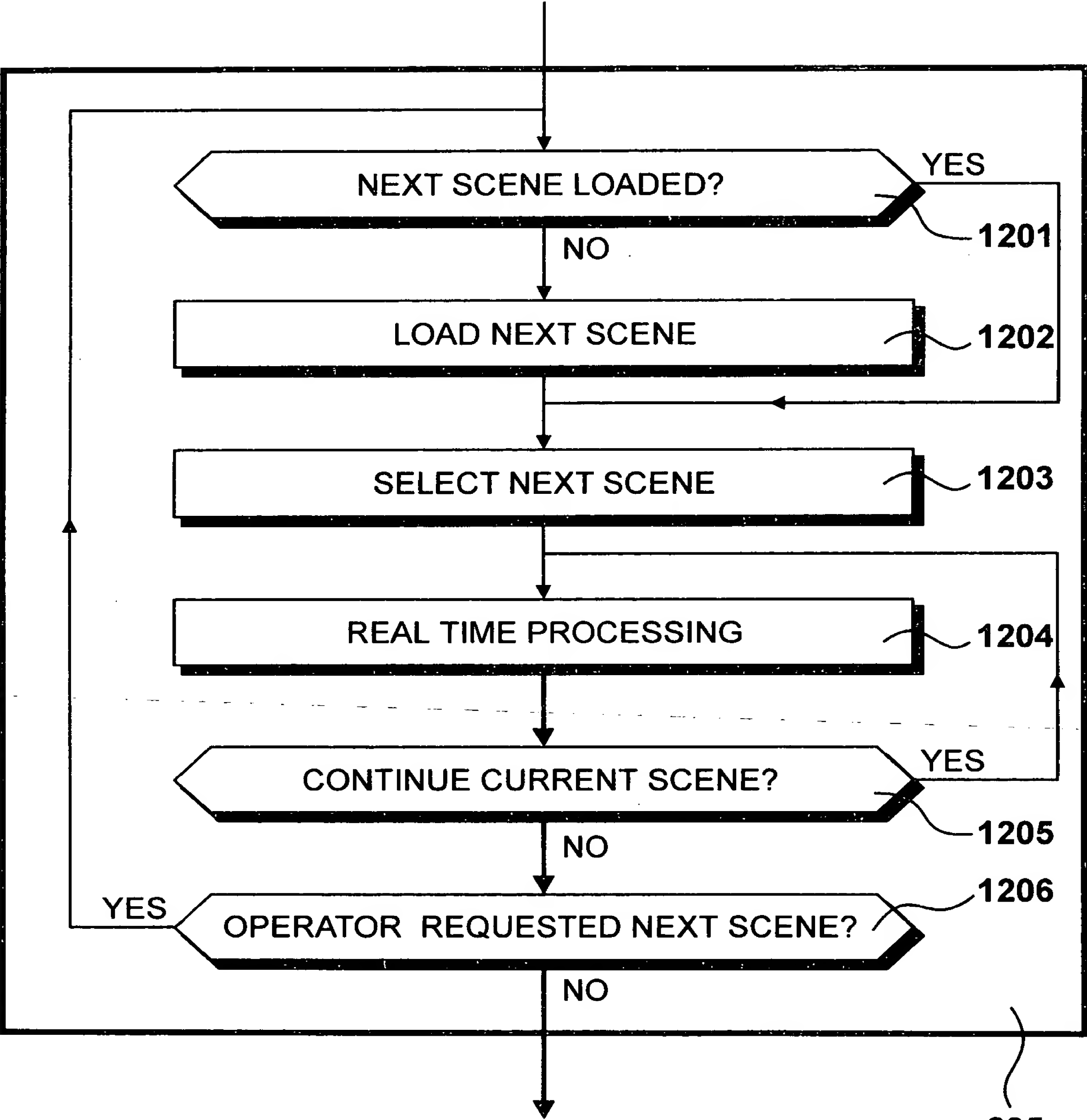


Figure 12

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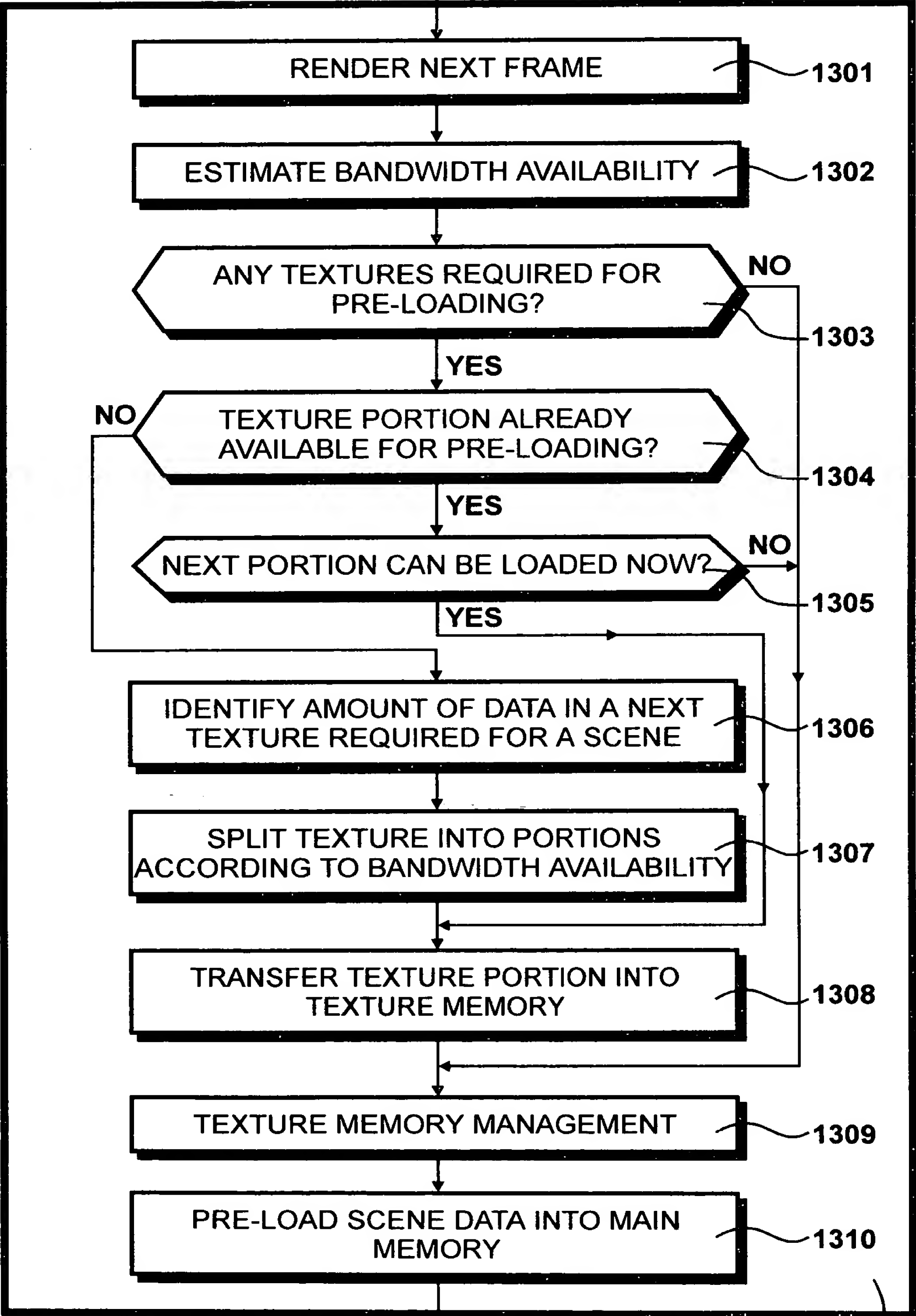


Figure 13

FOOTPRINT

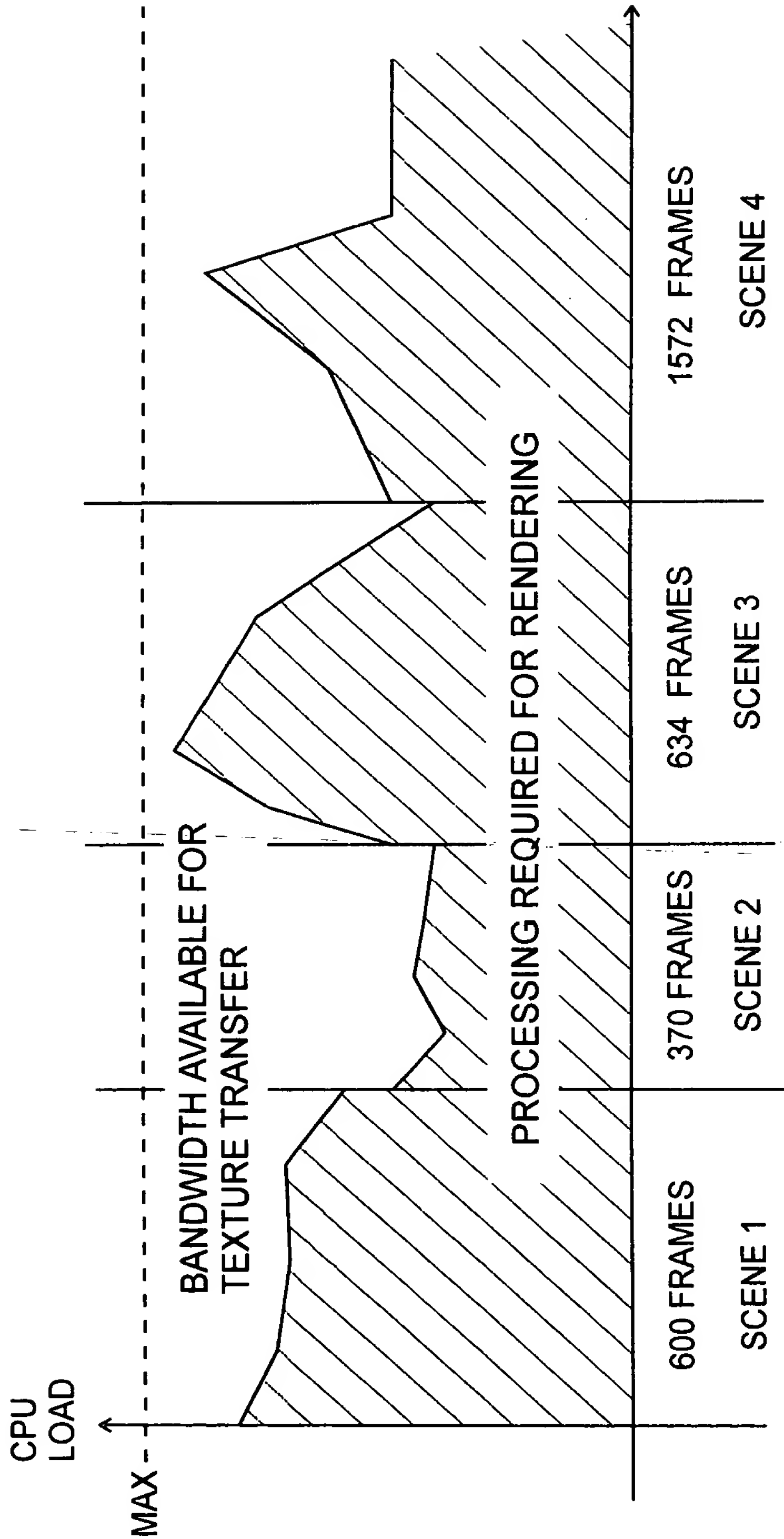


Figure 14

FIG. 15

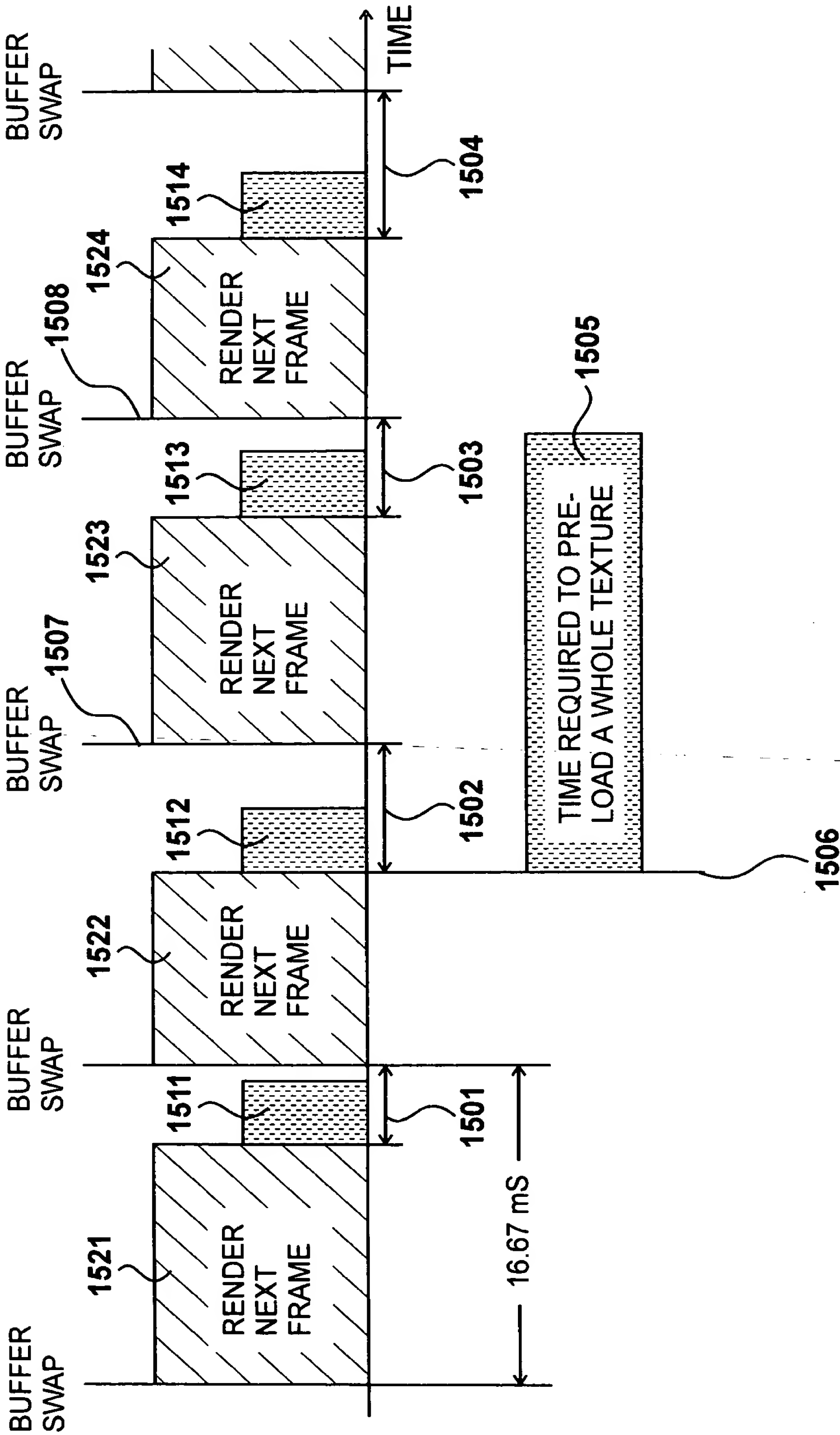


Figure 15

FIG. 16

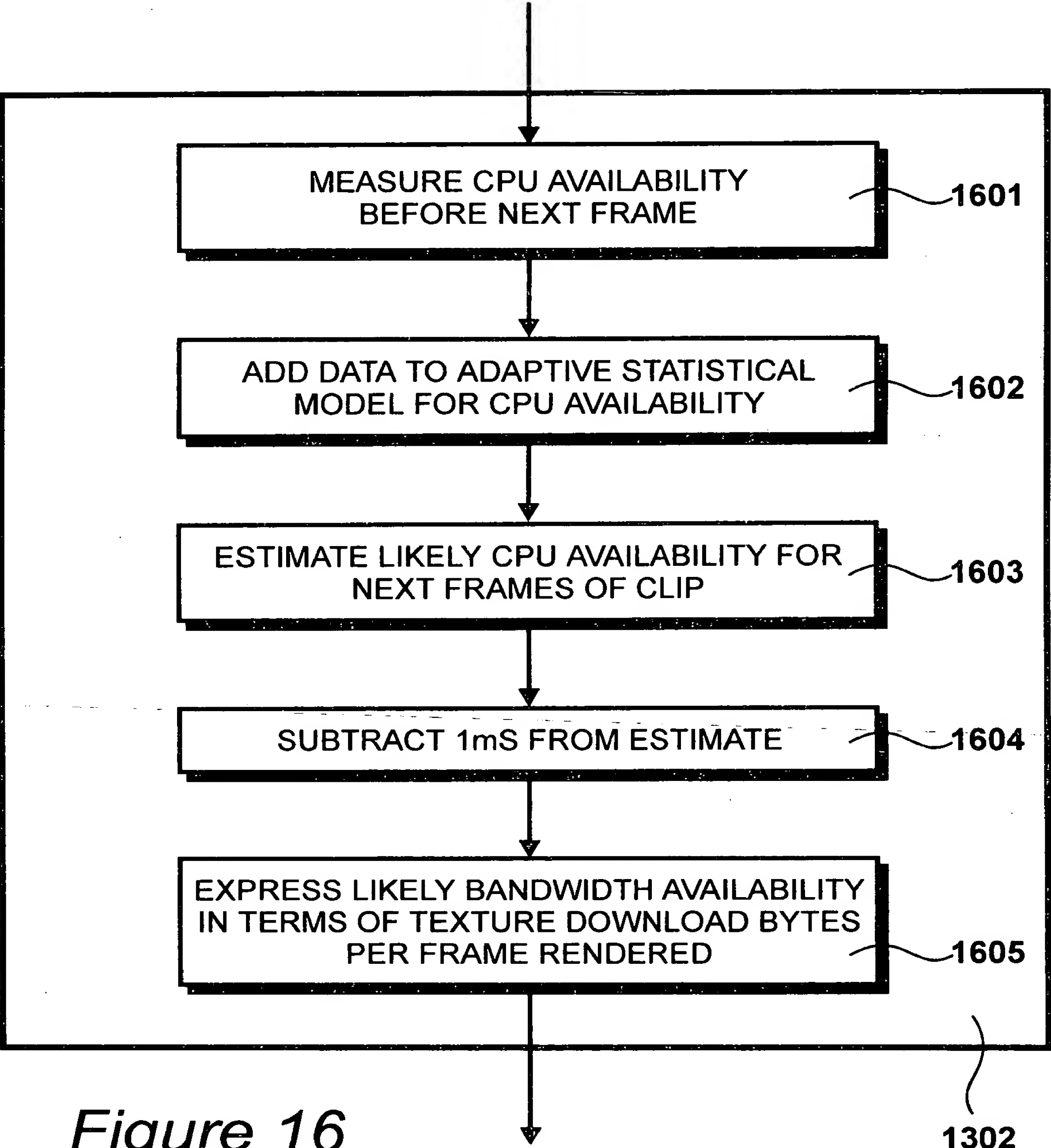


Figure 16

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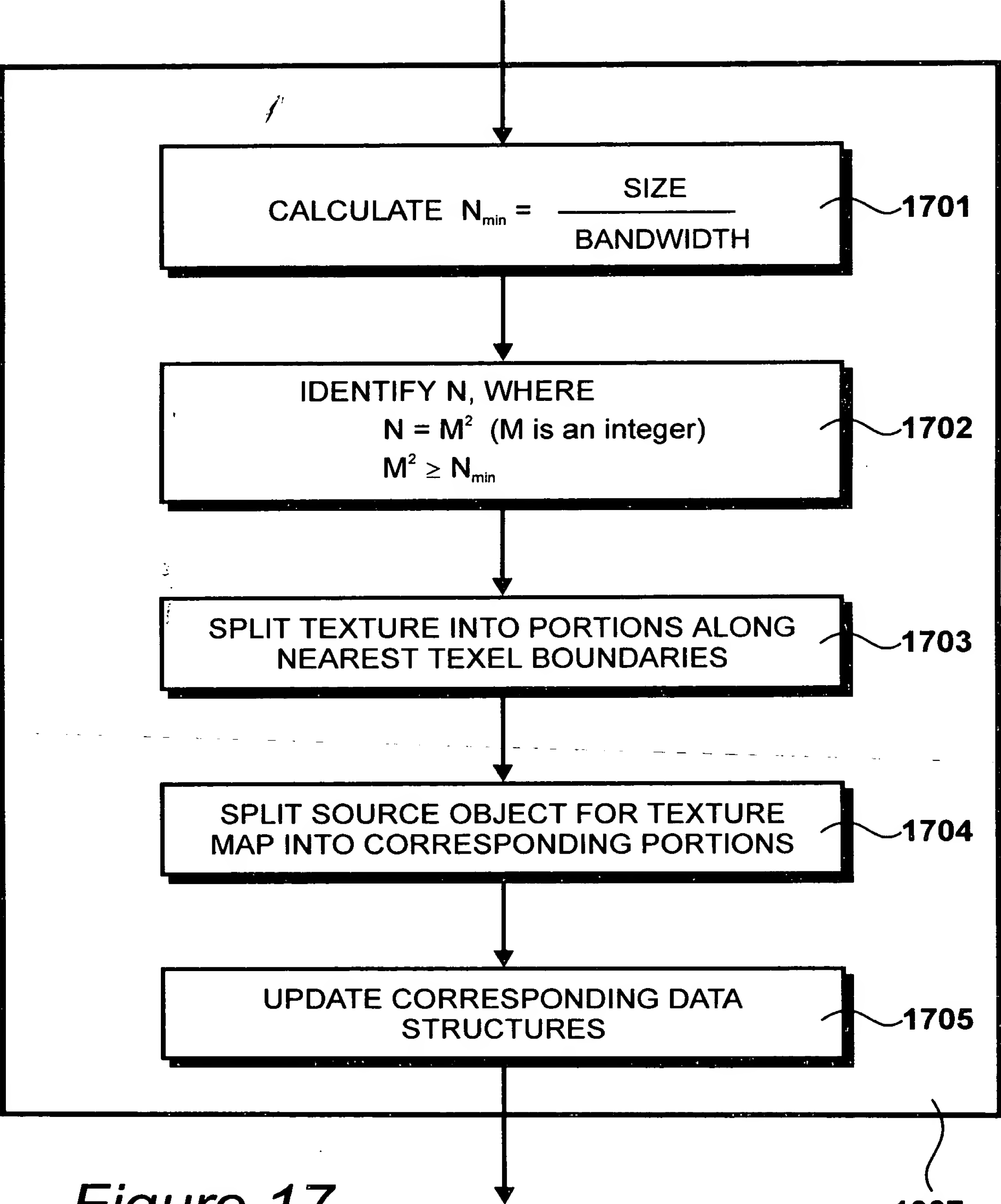


Figure 17

TEXT-224650

1001

<u>1801</u>	<u>1802</u>	<u>1803</u>	<u>1804</u>
<u>1805</u>	<u>1806</u>	<u>1807</u>	<u>1808</u>
<u>1809</u>	<u>1810</u>	<u>1811</u>	<u>1812</u>
<u>1813</u>	<u>1814</u>	<u>1815</u>	<u>1816</u>

$$N_{\min} = \frac{\text{SIZE}}{\text{BANDWIDTH}}$$

where BANDWIDTH is the number of bytes that it is predicted can safely be transferred before the end of each frame, and SIZE is the number of bytes in the texture.

Figure 18

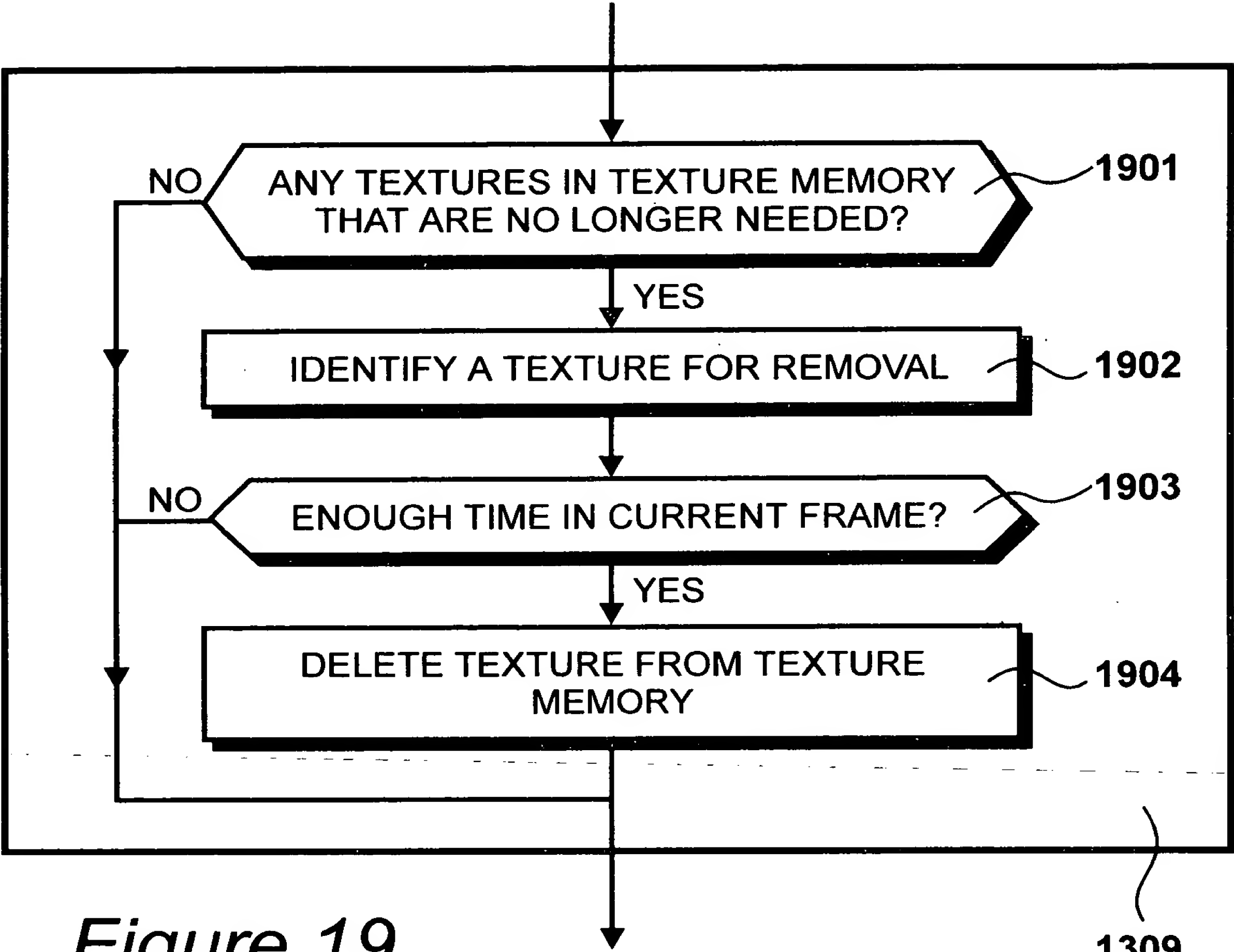


Figure 19

1309

FIG. 19